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**United States Patent** [19]**Pecoy**[11] **Patent Number:** **5,662,328**[45] **Date of Patent:** **Sep. 2, 1997**[54] **HALLOWEEN BOARD GAME**[76] **Inventor:** **Cyrilla Dianne Pecoy, R.D. #1, Box 210 E, Oswego, N.Y. 13126**[21] **Appl. No.:** **524,991**[22] **Filed:** **Sep. 8, 1995**[51] **Int. Cl.<sup>6</sup>** ..... **A63F 3/00**[52] **U.S. Cl.** ..... **273/248**[58] **Field of Search** ..... 273/242, 243, 273/248, 251, 252, 254[56] **References Cited****U.S. PATENT DOCUMENTS**

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*Primary Examiner*—William E. Stoll[57] **ABSTRACT**

A board game includes a game board which includes a predetermined number of start/stop positions, a predetermined number of trick or treat positions, and a single endless path which includes a start/stop path portion adjacent to the start/stop positions and a trick-or-treat path portion adjacent to the trick or treat positions. The endless path defines an interior board region which includes a first capture region, a second capture region, a first safe region, and a second safe region. The endless path includes a sequential array of segments which include capture-free segments interspersed with capture-susceptible segments. A predetermined number of groups of Halloween treat cards are provided which corresponds to the predetermined number of trick or treat positions. A predetermined number of treat-receiving player tokens is provided. A first player-capturing token is associated with the first capture region, and a second player-capturing token is associated with the second capture region. During their respective turns, the first and second capture tokens are enabled to capture a specific treat-receiving player token when the specific treat-receiving player token lands on a capture-susceptible segment of the endless path. A pair of dice is used for determining a number of segments along the endless path that a specific treat-receiving player token advances during its turn.

**8 Claims, 3 Drawing Sheets**